

Special Notice Effective July 1, 2003, concerning Expenditures for Computer Hardware and Software

The Office of the Secretary of Technology has announced a new set of subobject codes related to computer hardware and software to improve reporting and accounting for information technology expenditures. The changes are highlighted below and are located primarily in the 2200 series of subobject codes. The changes are effective July 1, 2003.

1279, Computer Software *Development Services* Costs: Include expenses *for consulting services to custom develop software or modify or customize existing software or Commercial off the Shelf Software (COTS).* ~~for the purchase and licensing of package or tailor made application software, systems software, database software, programming software, telecommunications software, and utility programs.~~ *See also 2218 for software purchases (and a definition of software) and 2219 for development tool purchases.* [Rev. 7-1-03]

2210, Computer *Hardware and Software* Equipment: Include expenditures for computing platforms (mainframes to hand held), ~~and~~ other equipment, *and software.* *Note: code any purchase of service for equipment and software through a seat management contract to subobject code 1205.* [Rev. 7-1-03]

2211, Desktop Client Computers (microcomputers): *Include any stationary desktop workstation, including desktops that have been provided by the agency for telecommuters. Include technologies typically used by individuals to enhance productivity. Examples include workstation setups (with all included components), and "thin clients."¹ Shared computer setups like classroom systems, lab systems, and library systems are also included. Desktop Systems are stationary devices installed on a desk or workstation rather than mobile and highly transportable like a notebook or laptop.* [Eff. 7-1-03]

2212, Mobile Client Computers (microcomputers): *Include any mobile computer, usually referred to as a laptop or notebook, which includes laptops with docking stations and other peripheral devices. Also included in this category are handheld computer devices to include wireless.* [Eff. 7-1-03]

2213, Personal Computing Systems and Components: ~~Includes technologies typically used by individuals to enhance productivity. Examples include desktop setups (with all included components), laptop setups (with all included components such as docking stations with desktop components), and "thin clients"¹. Includes shared computer setups, classroom systems, lab systems, library systems, etc.~~ [Deleted eff. 7-1-03]

2214, Mainframe Computers and Components: Include all components and peripherals up to a network connection. Mainframe is an industry term for a large computer, typically manufactured by a large company such as IBM for the commercial applications of Fortune 1000 businesses and other large-scale computing purposes. Historically, a mainframe is associated with centralized rather than distributed computing. [Eff. 7-1-02]

¹ "Thin client" is defined as a simple personal computer that is similar to a dumb terminal. The machine performs very little processing. Generally, most of the application processing is done on a network server.

2215, Network Servers: Include computers designated by the manufacturer as servers, enterprise servers, server blade frames and components, network storage devices and systems, RAID devices, jukeboxes, etc. In general, a server accepts requests from network clients and performs single or multiple functions including file storage and retrieval, print message controls, application execution, email and communications. [Eff. 7-1-02]

2216, Network Components: Include assets used in the local area network not reported in 2215 such as routers, switches, hubs, bridges, etc. This also includes cabling system components when not part of a state-owned building renovation or construction project. [Eff. 7-1-02]

2217, Other Computer Equipment: Include all other equipment that cannot be reported in 2211 through 2216. Examples include printers, kiosks, print copiers, scanners, add-on peripherals for desktops or laptops, network interface cards, ~~handheld wireless devices~~, devices for reading bar codes, and devices for providing local and wide area connectivity (e.g., modems, codecs). *Note: code handheld wireless devices to 2212.* [Rev. 7-1-03]

2218, Computer Software Purchases: *Include expenditures for the purchase of Commercial off the Shelf Software (COTS), to include applications, utility programs, and operation system software. The term software is a general term that refers to all programs or instructions that are used to operate computer hardware. Software causes computer hardware to perform activities by telling a computer how to execute functions and tasks. Code contracts for software development to 1279.* [Eff. 7-1-03]

2219, Development Tools Purchases: *Include expenditures for the purchases of software development tools. A development tool is software specifically used in the development of applications by technical staff. Examples of this software are text editors, compilers, build-automation tools, debuggers, ETL tools, and data modeling software.* [Eff. 7-1-03]